



Phelantar's Guide
to
Lovecraftian Nightmares part 2
for
The 13th Age Roleplaying Game



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Introduction and Designer's Notes

Normally, I would save these kinds of notes for the end so that people can get straight to the gaming material, but in this case I feel it's worth getting done up front. The title of this product is called "Lovecraftian Nightmares", but the creatures within aren't a direct conversion of any other gaming system or an attempt to completely accurately model the stories of H.P. Lovecraft using the Archmage Engine. It would be more accurate to say that these are my interpretations or that these are my designs as inspired by the originals. My goal is to make them fun and interesting to use with the average 13th Age campaign and so they may break somewhat from what you might expect.

With that said, I would recommend you use these creatures sparingly. One of the reasons that Lovecraftian creatures work in the horror genre is that the protagonists are rarely taking them on in a straightforward fight. In the original material, few of these creatures are even possible to fight in such a manner, but that would be frustrating or boring in the context of this sort of tabletop RPG.

But, if you would like my advice, these creatures should be found lurking in the euclidian depths of a strange living dungeon or fought at the climax of a story involving deranged and murderous cultists. Avoid naming them directly to the players, as telling the players "Okay, here's a shoggoth" is considerably less scary and mysterious than saying "there's an amorphous black blob oozing towards you, eyes forming briefly in the black goo to stare at you as it comes quickly closer". Have them speak, act, fight, and retreat in strange ways, confusing players and characters alike. These aren't creatures from the world or universe that the characters live in and playing them accordingly should increase the level of mystery, tension, and even horror. Make the players and characters both wonder what they're fighting and if they're even dead.

Still, these are only my recommendations and if you want to throw byakhees at your group in broad daylight on the way to dungeon delve, then by all means you should do so.

Mechanics

All Eldritch creatures have the following characteristics in addition to everything else listed.

Fear - All Eldritch creatures cause Fear. Even if there are other monsters in the world that are disturbing and unknowable, something about these creatures strikes viewers as being *wrong* on a primal level.

Immunities and Resistances - All Eldritch creatures are immune to being Confused and Stunned. In addition, they have Resist 12+ to Holy and Negative energy attacks as well as resist 16+ to Poison and Psychic attacks.

Nightgaunt

Nightgaunts are humanoid creatures with bat wings and oily black skin. Their other notable features are their extraordinarily long fingers and their utterly featureless “face”. They could, at first glance, be mistaken for some sort of demon or devil, but something about the way they move and act quickly leads one away from that supposition. Nightgaunts are said to come from a dimension or plane where dreams originate and, assuming that’s true, it’s not a stretch to guess that they come from the same place that nightmares do. They seem to exist solely to inspire anxiety, confusion, and fear.

Nightgaunts are a common guard creature for cults which have the knowledge and power to summon them. They are almost invisible in darkness and delight in bewildering and disorienting intruders before picking them up and carrying them away, often being dropped from the night sky to their death. Nightgaunts are said to “tickle” their victims with their hands and tail, but far from causing laughter these cause almost uncontrollable fear in even the most stout of adventurers. Once the adventurer is so unnerved, they are easier prey for other nightgaunts or their cultist masters. Luckily for most adventurers, if they can steel themselves against the fear, the nightgaunt is a relatively small creature which can slain as easily as any normal monster.

Nightgaunt

Level 2 Spoiler (Eldritch)

Init: +7

Unnerving Grasp + 6 vs PD - 6 damage and the target is Vulnerable (save ends)

Natural Even Miss - Target is Vulnerable until the end of their next turn

Fatal Drop +7 vs PD - The target is Stuck (save ends) as the Nightgaunt grabs the target and flies up in the air. While the target is Stuck, the Nightgaunt may make no other actions than using Fatal Drop to fly higher.

When the target saves, a subsequent Fatal Drop roll fails, or the Nightgaunt dies, the target falls to the ground, taking 7 damage per turn they were Stuck. The Nightgaunt and victim are considered Far during while using Fatal Drop. This attack cannot be used indoors or is limited while indoors (GM discretion). A critical hit on a Fatal Drop roll doubles the damage for that roll, but not subsequent rolls.

Invisible Flyer - As a move action, the Nightgaunt may turn invisible until the start of its next turn or until it attacks. Attacks made while invisible gain a +2 to the roll.

Eldritch - The Nightgaunt has all Eldritch traits as listed on page 2

AC 17

PD 13 HP 30

MD 17

Hunting Horror

The hunting horror is an enormous snake-like or wormlike flying creature made of ropy flesh that constantly remolds itself in ways that are unsettling to look at for long. Their heads are vaguely humanoid, with mouths full of sharp teeth. Unlike many other eldritch beings, the hunting horror has considerable intelligence and is capable of speaking many common tongues to some degree or another. This intelligence also makes them exceptionally dangerous as foes, though they are still prone to perform actions according to a logic which is not easily understood by others.

Cultists often summon hunting horrors from beyond for specific purpose. Hunting horrors are too large and too intelligent to be kept around for longer periods and will either be discovered or break free of cultist control and turn to their own unfathomable plans. Hunting horrors are usually called forth to strike at known enemies who are closing in on the cult or sometimes to strike at those who decry the dark gods that the cults or hunting horrors themselves serve. The hunting horror can bite a man in half, crush people with its coils, or bodily slam itself into multiple foes. The only real weakness the hunting horror has is that it is deathly vulnerable to sunlight. A noonday sun can burn one to ash in minutes and even a full moon can make the hunting horror visibly uncomfortable.

Hunting Horror

Huge Level 5 Trooper (Eldritch)

Init: +7

C: Tail Slap +10 vs PD (2 attacks, different targets) - 50 damage and the target is moved to a Nearby location of the Hunting Horror's choice.

Natural 16+ - Immediately make a Fearsome Bite attack against a different target.

Fearsome Bite + 12 vs AC - 35 damage and 15 ongoing damage

Natural Even Miss - 15 ongoing damage

Twisting Flesh - Enemies who end their turn engaged with the hunting horror must roll 2 dice for any actions made (saving throws, attacks, recharge) and take the lower of the two.

Sunsear - While in daylight or magical effects simulating daylight, the Hunting Horror takes -2 to attacks and 12 ongoing damage.

Eldritch - The Hunting Horror has all Eldritch traits as listed on page 2

AC 23

PD 18 HP 224

MD 14

Eldritch Hound

Even in comparison to other creatures from the realms beyond reality, the eldritch hound is unusual and dangerous. Eldritch hounds are a race of creatures resembling large canines, mostly greyhounds, that supposedly existed tens of thousands of years before the current age, but due to their highly unusual ability to pass through time, can be found almost anywhere or anytime. These hounds cannot be summoned or bound due to their unusual relationship with time and space and are usually only found in the world on rare occasions.

The hounds have a strange lust for some unknown thing found in living sentient creatures of the real world and once a particular person or group of individuals has made themselves known to the hounds, through some sort of time travel or reading some forbidden arcane tomes, the hounds will stop at almost nothing to find those individuals and consume them. Some scholars say that the hounds devour souls to power their mastery over time. Others feel that by consuming people who live in reality, the hounds extend their own lives, gaining the time that those people might otherwise have lived. Whatever the case, the hounds are relentless and ruthless and even once seemingly killed have been known to stalk a victim even decades later.

Eldritch Hound

Level 3 Wrecker (Eldritch)

Init: +7

Blue Pus Paw +9 vs AC - 5 damage and 5 ongoing poison damage. Roll 2d20 for this attack and take the higher of the two rolls.

Natural 16+ - The saving throw against the poison damage is 16+

Natural Even Miss - 5 damage

Tongue Spike +7 vs PD - The target is Hampered until the end of their next turn. This attack is usable once per turn as a Quick action.

Angled Movement - The eldritch hound can pass through constructed obstacles such as brick walls or furniture. Natural terrain such as trees or cave walls still cannot be passed.

Unnatural Life - The Eldritch Hound automatically regains 3 HP per round.

Eldritch - The Eldritch Hound has all Eldritch traits as listed on page 2

AC 19

PD 17 HP 50

MD 14

Funggoth

The funggoth is an unusual race from the planes beyond in that they have an interest in reality, including strangely mundane desires like mineral resources. The funggoth appears to be something of a cross between a fungus, an insect, and a crustacean. They have a pair of wings, several sets of multi-jointed limbs that end in crab-like claws, and a faceless head covered in wriggling sensory antenna. The body is equal parts fungal flesh and hardened carapace, capped with a long barbed tail. The funggoth is a profoundly disturbing creature to encounter, even before they prove capable of speaking and engaging in (admittedly confusing) conversation.

Funggoths are not typically associated with cults, though they have been known to capture and alter mortal creatures that are then used to keep funggoth mining operations secret and safe. Funggoths are also known to capture mortal creatures solely for the purposes of experimentation and research, though what they hope to learn from the horrific experiments done is unknown. What *is* known is that the funggoth have a knowledge of technology and science that is completely beyond the understanding of any mortal. Adventurers who have encountered funggoths have described alien machines, living brains kept in glass jars, and chunks of misshapen metal that fire lightning as potent as from any wizard or sorcerer.

Funggoth

Level 3 Trooper (Eldritch)

Init: +5

Many Limbed Claws +9 vs AC (2 attacks) - 5 damage each

Natural Even Hit - The Funggoth may pop free

R: Lightning Gun +7 vs PD - 11 lightning damage

Natural 16+ Hit - Make another attack against a different target. No enemy may be attacked more than once each turn.

Miss - 5 lightning damage

Living Armor - Funggoths have Resist 12+ to Fire and Lightning damage. In addition, once per battle, the Funggoth may immediately take half damage from one attack.

Eldritch - The Funggoth has all Eldritch traits as listed on page 2

AC 19

PD 13 **HP 41**

MD 17

Dark Young

The Dark Young are an interesting study for arcanists, theologians, and other scholars because their origins are thought to be well known and they actually come from the mortal planes. However, they are no less steeped in the horror and madness of the dimensions beyond reality in spite of this. The Dark Young were created by a family and fertility goddess whose name was since purged as far and wide as possible. The goddess was driven to utter divine madness by the far realms in some fashion and in her insanity, she created the Dark Young. Nobody, not even the gods, know why she did such a thing or if there even could be any logic to creating such a monster, but nevertheless they are as much a part of the mortal realms as a centaur, owlbear, or elf.

The Dark Young are large creatures, as tall and massive as some giants, though only vaguely humanoid. Instead, Dark Young are comprised of uncountable black tentacles with ropy and rubbery flesh interspersed with grasping mouths that drip green ichor. Dark Young unmistakably smell like open graves dozens of yards away. They're supported on two or more "legs" of tentacles that each end in a goat hoof. Dark Young are worshipped as proxies for the mad goddess, accepting sacrifices, destroying non-believers, and spreading the faith. Cults to the mad goddess aren't common, but in rural areas where they can remain undiscovered they can flourish and entire "forests" of Dark Young can be found.

Dark Young

Large Level 5 Wrecker (Eldritch)

Init: +5

Tentacle Swarm +10 vs AC (1d3 attacks) - 32 damage each

Natural Even Hit - Target is Stuck (save ends)

Sucking Maw +9 vs PD - 20 damage and the Dark Young heals 10 damage. Usable once per turn as a Quick Action, but only against Stuck targets.

Trample - Enemies hit by Tentacle Swarm in a turn that the Dark Young moved take an additional 6 damage. The Dark Young can never disengage, but deals 6 damage when moving away from an engaged target.

Eldritch - The Dark Young has all Eldritch traits as listed on page 2

AC 21

PD 18 HP 155

MD 16

March 2015 Patron Thanks

Thank you to all these Patrons for making this work possible.

Sean Krauss, Matt Hogan, Tim Densham, Are Sørli, Michael Hasko, Kato Katonian, Chris Turner, Graham Poole, J. Brandon Massengill, Matt Greenfelder, Richard Green, Paul DeMartino, Dane Ralston-Bryce, Bryan Rennekamp, Wesley Hall, Michael Bowman, Patrick Malone, Huston Todd, John Campbell, Drew Bergstrom, Joshua Ramsey, Lowell Francis, Jean-Christophe Cubertafon, Andrew Raphael, Rob Heinsoo, and Pelgrane Press.

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